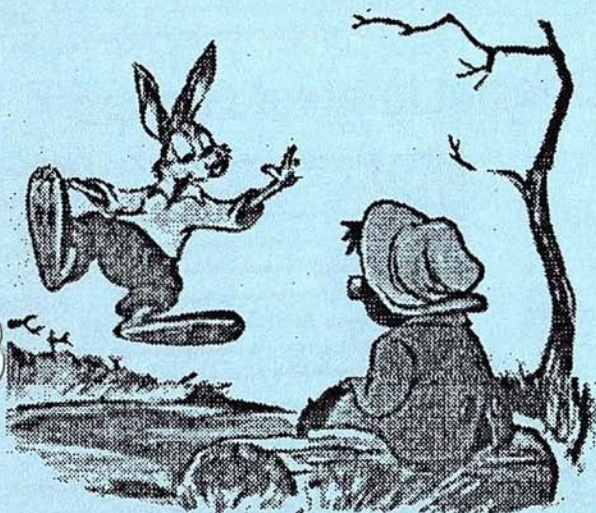


# NEURON

AACE -- JUNE/JULY 1987

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## Presidents Column

David Mann

A TARI signs deal with Manhattan Graphics to port their desk top publishing software *Ready, Set, GO* to the ATARI ST. It is a very well thought of program for the Macintosh. ATARI is also negotiating with some other publishers of desktop publishing software to convert their products to the ST.

A Desktop publishing system for under \$2000 now! It's here!!! Buy a 1040 ST, with *Publishing Partner* and an NEC P6 printer. The printer is a 24 pin dot matrix printer. In graphics mode, it has a resolution of 360 dots per inch. For comparison, laser printers have only a resolution of 300 dots per inch. For an extra \$170 you can convert the printer to 7 colors.

More upgrades. *Print Master Plus* is now available for the ST. It is \$39.95 or by sending \$15 and your original disk to UNISON WORLD 2150 Shattuck Ave, Suite 902 Berkeley, CA 94704. Michtron also has a new version of *Corner Man*

*M-DISK PLUS* is available. It includes what used to be *M-DISK* and *SOFT SPOOL*. Beckemeyer who brought out the *C-Shell* now offers *ANSI-TERM* for \$24.95 for the ST. It is a terminal editor which supports XMODEM, ASCII text, Kermit, and Compuserve "B" file transfer protocols.

Have I got a deal for you. COMB is selling the 4 *Lucasfilm* games for the Atari 8-bit computers for \$29 plus \$5 shipping and handling. That includes *The Eidolon*, *Koronis Rift*, *Rescue on Fractalus*, and *Ballblazer*. All 4 are great games with outstanding graphics.

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## Editor's Column

Eric Robishaw

☪ K! Here it is. Back again.

A lot has happened since last issue's Neuron. As you can tell, I have changed the format, again, to a more



standard looking layout.

The 24-pin printers look really nice with *Publishing Partner*! (*NEC P6 Printer used to print this issue*) And with all the new fonts available, the ST is looking more like a Mac all the time (only the good points!). I just got a couple of new fonts off of GENIE that look pretty good. That, plus the fonts I bought from the *Font Factory*, totals 18 printer fonts... not too bad!

What about the Mega's? And how about the Atari Laser Printers? Well, my guess is any day now! All the 520 ST's now shipped from Atari have a built in disk drive, and use the same power supply as the 1040's! This means that Atari is gearing up there factory for something new (I mean, you can only manufacture so many different cases in a factory... and with the Mega's, they were going to run out of room).

Remember that big *Personal Pascal* update they have been promising for about a year now! Look's like they are finally going to be shipping! (in about 8 more weeks!). I got an upgrade notice in the mail a couple of

days ago. Looks interesting...a GEM based editor, that I've been told is faster (scrolling wise) than the old TOS editor! Another nice feature: it now supports Arrays that are HUGE... something like 2,000,000,000 something large (I don't have the card in front of me, but it is so large, I venture to say that you will not run out of space-- maybe memory!). It has a few features to boot, but I speculate that they are thinking them up as they go (or, should I say, as the money rolls in--the upgrade is \$30.00!!!!).

Have you seen the *Stereo 3-D Glasses* yet? Wow... they are really neat! So far, all we have is *CAD-3D (2.0)* and *Maps & Legends (3.0)*, *3-D Molecular Modeler*, and an accessory that lets you use *Degas Elite* to create 3-D images... but many new 3-D things are coming in... a game, and some CAD-3D demos. You have to see it, to believe it! (I guess I should explain... these are glasses that plug into your computer (cartridge port) and utilizing software, gives you TRUE 3-D images on the computer! The result is STunning!). At \$149.00 it's really not a bad toy... con-



sidering a good pair of Porsche Sun Glasses will cost you almost the same! And they aren't as impressive!

Dave mentioned in his article that *Ready Set Go* was coming over to the Atari! Well, after calling Manhattan Graphics, they said something like 4th Quarter! This is great, considering what a great product it really is! I have used it quite a bit, and would have little problem trading in *Publishing Partner* for it! Although, the new version of *Publishing Partner* (due out late summer) is suppose to have all the features lacking in the current version that would negate those feelings! Looks like the ST Publishing Business is picking up!

Speaking of new ST--old MAC software--- *DARK CASTLE* is coming to the ST! This is the FINEST Arcade/Adventure game I have seen for any computer! It has excellant graphics, and sound... and the playability is superb! Look forward to this one around the end of summer!

Speaking of a new game for the ST-- have you seen *Barbarian*? This game is the

best I've seen for the ST--I even hooked up my color monitor to play (hasn't been hooked up for months!)

If you want a REALLY REALLY nice paint program, and an EXCELLANT drawing program, than your best bet is the *Magic Sac+* (Version 4.0) and *SuperPaint* (a mac program). While this seems like overkill (and may be) since the new version of the *Magic Sac* works with it, I suggest it! *Superpaint*, is really nice. It has all the features of *Degas Elite*, and all the features of *Easy Draw* (and many more) built i one program! Of-cou you need a MEG, and you lose color (which may be a reason you bought an ST!). Better yet, let's write Silicon Beach software, pleading with them to write *SuperPaint* on the ST! Now that would be STupendous! Oh, & it's only \$80.00!

MIDI, MIDI, MIDI! The Music Studio's are going crazy over the ST's! I have already helped set up over 5 full-fledged studio's in town with ST's and MIDI Software! They love the ST.

And the *Steinburgh Fro 24* sequencer is really nice. I haven't had ONE complaint



yet!

Be sure to check out the article about the Atari Fake Ware, elsewhere in this issue.

It sheds a little light on why we are/are not seeing Atari Products that have been promised for weeks /months/ years!

Well, enough for now. How about an article or two! How about some ideas for an article! How about some nasty hate mail complaining about how late this newsletter is! SOMETHING! Please participate! Everyone is an editor of Club newsletters!

Never put anything in your cartridge ports, that is, except your elbow!

*The newest hardware device to hit the streets is the IMG Scan, from Seymor-Radix. This sharp device plugs into the ST's cartridge port, and attaches to your printers head. You put a photograph through the platen of your printer, and start the software.*

*Presto: in minutes you have a stunning digitized image on you monitor, that you can*

*save as DEGAS, or NEO. It's really a nice edition to your ST's graphics capabilities.*

*Best of all, the unit sells for less than \$100.00, and is available now.*

*Well, previously, I mentioned 18 Publishing Partner fonts... here is an example of some of them available:*

Helvetica 12 point  
Times 12 Point  
Courier 12 Point  
Palitino 12 Point

**Palitino 18 Point**

Devoll 12 Point

Devoll 18 Point

Devoll 24 Point

School Book 12 Point

**School Book 18**

**School 24**

Thames 12 point

**Thames 18 Point**

**Thames 24 Pt**

*These Fonts and Many more are available now for \$29.95 (retail)/3 pak (3 different fonts/Pak).*

ER



## A LOOK INTO THE TWILIGHT ZONE

Richard Kushner --JACG

*The following was extracted from the April issue of JACG Newsletter*

{ EDITOR: I can't publish this article. It is much too outlandish for anyone to believe.

AUTHOR: Well, how about if I make it sound like a fairy tale ?

EDITOR: We could try that. But, really, it's so far beyond belief, that even as a fable it strains all credibility.

AUTHOR: Yeah, I know. Too bad it's all true. }

This is a fantasy... pure fantasy.

Once upon a time there was a widget maker named Nelson Brindell. He loved to tinker and, from time to time, managed to invent something that someone was interested in selling (and buying). One day he invented a widget that hooked to the Video Box, so

that people could play games on the Box. And people liked it very much, and made Nelson a wealthy man. So successful was Nelson that, as it often happens, a large company (in this case, the Wilson Sisters company) offered him lots of money to buy his company. And he sold it and went off to invent more widgets (eventually producing ones that walked, talked, and even made pizza).

Now the Wilson Sisters had an idea that they could capitalize on Nelson's work to make his widget into a product to compete with the Avocado, a well known character manipulation device invented by those famous brothers Stephen, Woz, and their other brother Darrel. And they named their device Katanga, a Sanskrit word having no English equivalent. And many grew to love and support the Katanga and heap abuse upon the Avocado and its ilk. And people liked the Katanga very much and all was well.



For a while, at least. For on the other side of town the Admiral Tool and Die Company, headed by John Trample, thought it could use its cunning methods for cutting corners to make an Admiral device that would do everything the Katanga and Avocado could do, but at half the price. And they proceeded to do just that, and mayhem descended upon the world of widgets, with prices dropping faster than... well, faster than just about anything you could imagine. And many grew to love the Admiral and heap abuse upon the Katanga (not to mention the Avocado).

Now pay attention, because the story gets very confusing at this point. So confusing, that if this were a soap opera, the next paragraph would take at least six months to tell. (Diagrams of all the moves and counter moves are available upon written request and payment of a \$5.00 handling fee).

Ray Major, who dreamed up the Katanga, left Wilson Sisters and invented a better Katanga, which he called the Freundlich. While he was

doing this, John Trample left Admiral T&D (claiming that the state of Pennsylvania was not big enough for all of his family) and bought the Katanga from the Wilson Sisters... lock, stock and barrel (a move applauded by the Wilson Sisters, who wanted to get back to their first love, vaudeville). Hiring the designer of the Admiral, Hashnish Shirka, (by luring him away from his former company), Trample set out to build a better widget, the Super Katanga. Not to be outdone, Admiral T&D hired good old Ray Major and his Freundlich to do battle from their side of the city.

And so you are faced with the totally implausible situation, where lovers of the Katanga now support the Super Katanga, which actually comes from the Admiral T&D Company, and the lovers of the Admiral now gather around the Freundlich, even though it actually comes from the Katanga Company (by the way of the Wilson Sisters, who by the way, opened at the Atlantis Casino in early March, to rave reviews). If





you are still with me, I have a pro- position for you, that concerns a certain bridge that is rumored to be for sale...

{ EDITOR: I'm really sorry. I've read the article over and it stretches logic too far.

AUTHOR: Gee, it is, after all, the April issue and maybe you can pass it off a spoof ?

EDITOR: As an author, you know there must be an element of truth in satire, or it fails.

AUTHOR: But sir, the story is true, only the names have been changed to protect the innocent.

EDITOR: Give me a break. Do you think I was born yesterday ? Why not see if MAD Magazine is interested ? Just go away and leave me alone ! }

## **Real Programmers**

*(Author Unknown)*

**Real programmers don't write specs -- users should consider themselves lucky to get any programs at all and take what they get.**

**Real programmers don't comment their code. If it was hard to write, it should be hard to understand.**

**Real programmers don't write applications programs, they program right down to the bare metal. Application programming is for feebs who can't do systems programming.**

**Real programmers don't eat quiche. They eat twinkies, and Szechwan food.**

**Real programmers don't write in COBOL. COBOL is for wimpy applications**

**programmers.**

**Real programmers don't write in FORTRAN. FORTRAN is for pipe stress freaks and crystallography weenies.**

**Real programmers never work 9 to 5. If any real programmers are around at 9 AM, it's because they were up all night.**

**Real programmers don't write in BASIC. Actually, no programmers write in BASIC, after the age of 12.**

**Real programmers don't write in PL/I. PL/I is for programmers who can't decide whether to write in FORTRAN or COBOL.**

**Real programmers don't play tennis, or any other sport that requires you to change**

**clothes. Mountain climbing is OK, and real programmers wear their climbing boots to work incase a mountain should suddenly spring up in the middle of the machine room.**

**Real programmers don't document. Documentation is for simps who can't read the listings or the object deck.**

**Real programmers don't write in PASCAL, or BLISS, or ADA, or any of those pinko computer science languages. Strong typing is for people with weak memories.**

**Real programmers don't draw flowcharts, the code speaks for itself.**

**Real programmers don't plan ahead, they have a gut feel for the work required.**



# QuickCode

*The Programmer's Library*

## Who needs QuickCode?

### BASIC Programmers

QuickCode's 110 familiar BASIC-like commands compile into FAST 100% machine language. QuickCode features full support for I/O, DOS operations, player-missile graphics, integer math, subscripted string handling, two dimensional string and numeric arrays, conditional branching, IF-ELSE type commands, and four types of loops to suit your every programming need. And you can even create your own commands! But there's more! QuickCode also supports many new, undocumented graphic modes and features PLOT and DRAWTO routines that are several times faster than those built into the operating system!

### Assembly Programmers

QuickCode's command can be freely intermixed with assembly commands for the freedom you demand. And because QuickCode interfaces with MAC/65, you know you have the finest text editor, fastest compiler, and most powerful debugger on-line at all times!

Run time package is included at no extra charge. Only those routines required by your program will be compiled. No royalties required.

## Who needs QuickCode?

# YOU DO!

**Stardust**  
Software

P. O. Box 33192

Indianapolis, IN 46203

(317) 788-7403

**\$49.99**



Ask for QuickCode  
by name at your  
local dealer or  
order direct!

Indiana residents  
add 5% sales tax

Requires an ATARI XL/XE or 800 computer  
with at least 48 K, one disk drive, and MAC/65.

Atari, Atari 800, Atari XL and Atari XE  
are trademarks of Atari, Inc.  
MAC/65 is a trademark of  
Optimized Systems Software



# Expanding Your Horizons

## HOW TO ENLARGE YOUR SM124's SCREEN SIZE

Jack P. Durre'

If you've used the Atari ST computers with the SM124 monochrome monitor, chances are quite good that you have come to accept the wide (black or white) border surrounding the usable area of the screen. You may have asked "why?", but probably only grumbled about it, and went back to work.

If you've got the time (about 15 minutes, on average), the tools (3 or 4, and available from most Radio Shack stores), and the nerve (very little required!), this article will explain how you can actually have a LARGER, usable screen (as compared to the Mac)!

First, credit where credit is due... The original information for this modification came from the April, 1986 issue of "ST APPLICATIONS" magazine, in an article written by Albert Lew. I am merely explaining my own methods, following the original steps as outlined in Mr. Lew's article. That said, let's get the caveats out of the way:

While I may personally consider the following modifications to be simple and straightforward, I can't write a "Hello World" program in BASIC!!! In other words, what may be "simple" for me, may be quite difficult for you. If you feel that you are NOT qualified to make these modifications, DON'T! Find an able (and willing!) friend or service technician to do it for you, or forget the whole idea, and live with what you've got! If your monitor is in warranty, opening the case will, obviously, void that, and the possibility also exists that even if you wind up paying for repairs, the technician MAY refuse to work on your machine! (Chances are, however, that he's more likely to want to know more about making the mods himself!) Further, the electrical current coming from the wall plug is enough to knock you silly, or worse, and inside of the monitor case, it gets even stronger, so be aware that touching the wrong thing may well put you into an "endless loop" of





your own! In other words, **YOU CAN GET KILLED!** Now, if you've decided that you'd "kill to have a larger screen", then follow me!

Tools: These are really few in number, and quite simple to come by. Mr. Lew suggested some non-TV type of tools, but I'm going to stick to my guns here, and insist that you use the right tools for the job! You'll need a Phillips screwdriver, preferably a #1 size. (If you don't know the difference between a Phillips, and a slotted-head screwdriver, let me stop you right here, and suggest that you return to your programming!) You'll also need two TV "tuning tools"; a hex-tool, 3/32" ("across the flats", as they say) and a flat-bladed tool, 1/8" or so in blade width. Both of these tools should be made of non-conductive (plastic) material, and longer is better! A make-up mirror is also quite handy, particularly a free-standing one. I might also suggest a thick towel or other material to protect the face of your monitor and the top of your desk, during the time that you are moving it around. Finally, the toughest item of all...some CLEAR SPACE! You'll need to move the monitor around a little, and

of course, it will need to be connected to your CPU (and I DON'T recommend trying to balance it in your lap!), so plan accordingly.

Next, let's try to orient ourselves, so that you aren't amputating the screen, while I'm talking about the power cord! The "front" of the monitor is the viewing screen, the "rear" is where the power cord, and CPU/Monitor connector cable exit the case. Since we're going to turn the entire thing around, so that the screen is facing AWAY from us, "right" will now be the side where the speaker is located, and "left" obviously (it IS, isn't it?) will be opposite that, where the control knobs are. "Top" will still be in its usual location, and if you haven't already figured out where the bottom is, it's time for another cup of coffee!!!

Ready? Here we go!

Boot your system, using either the desktop, with one or more windows opened, or call up a text file. The ideal situation is to have text reaching all four corners of the screen, so that you will be able to compare from one area to another.

Now, unplug the monitor's power cord from the socket in the cabinet, and turn the

monitor around, so that the rear of the case is facing you. Place the towel or padding on the desktop in front of the monitor, and tip the entire unit up onto the glass face (carefully!). Now, using the Phillips screwdriver, remove the 5 screws holding the cabinet together. (Two on the bottom, one on each side, about 3/4s of the way up, and one just above the power cable socket.) Once these have been removed, put them somewhere safely out of the way, and don't worry about mixing them up, they're all the same size. Now, gently lift straight upwards on the rear sides of the case, and it should begin to lift away...**CAREFUL!** You have yet to disconnect the speaker wires, and there's not too much extra wire here. See it? Carefully reach down to the connector where it joins with the mother board, and pull it straight away from the board, disconnecting it. Don't be too concerned about the orientation of the plug, as it will work in either direction. Once you've done this, continue to lift the rear section of the cabinet away, feeding the CPU/Monitor cable through the opening as necessary. Set the cabinet

out of the way (And don't **STEP ON IT!**), and proceed with the **REAL** modifications! Tip the monitor back down to its bottom, and arrange the mirror so that you can see the screen while working at the rear of the unit. Re-connect the power cord, and turn on the monitor, being careful to **NOT** stick your fingers inside the wrong areas!

Grab your plastic flat-blade tool, and start looking along the right side of the mother board (remember now, we're looking from the rear of the set!). Near the front of the board, neatly tucked between the picture tube, or CRT, and a vertical metal heatsink/power board, is a row of 3 white adjustable controls, or potentiometers, about 1/2" in diameter, labelled "VLINE", "VSIZE", and "VHOLD". We're interested in "VSIZE", which is the middle control "pot". (NOW you know why I suggested a long tuning tool!) Gently slip the tool into the slotted head of the pot, and while watching the screen in the mirror (you DID boot up the system, didn't you?), begin to turn the tool slightly (try not to apply much pressure to the pot, as that CAN effect the





setting). The top and bottom of the screen will begin to move, together or apart! Expand the screen to within approximately 1/2" - 3/4" of the top and bottom of the "bezel", or plastic frame on the front of the monitor. (Too close to the bezel, and you'll find that you have to be EXACTLY in front of the screen, or miss some of the information!)

See? Feeling more confident already, aren't we?

Moving right along, we will now swap our tuning tools, opting for the hex-shaped one. Looking near the left rear corner of the mother board, close to the point where the power cord socket is located, you will find a plastic shaft with a slot in it, sticking straight up from the board, and just slightly ahead of that, a strange-looking device, composed of a small-diameter tube, with what appears to be a couple of "bobbins" of wire on it. Inside of that small tube, there is a small, somewhat-fragile core of graphite, which WILL break, if mistreated, so act accordingly! Gently lower your hex-tool into this tube, and you will feel it slide home into the core. (Again, don't press down on the core.) By turning this core in

a clockwise direction, and watching the mirror, you will see the screen shrink slightly first, and then grow WIDER!!! (Now we're really starting to cook!) Remember to leave about 1/2" - 3/4" border, to avoid having the edges hidden by the bezel.

What's that you say? Your picture got larger, but it looks off-center? Well, cheer up, bunkie, 'cause we're gonna fix THAT right now!

See that big chunk of glass up front? Well, it has a "neck" on it, and the back end is pointing directly at us, with some strange looking electronic stuff along the way. At the very back of the tube are some electrical connections, but we're not worried about them...what we're after are the two magnets that look sorta like "Q"s around the neck, about 1-2 inches forward of the connections. See 'em? They're dark grey or black, probably, and have a little "ear" sticking up away from the tube, so that you can gently push them around until you get the picture centered on the face of the CRT. Don't worry about touching THEM...just try to keep from resting your hands on any "hot" contacts! This may take a little time to screw up your courage, but



once you get the hang of it, you'll find it quite easy! Once you've got the picture fairly well centered, you may need to go back and re-adjust the VSIZE or Horizontal size, as all of these things are interrelated.

Next, we're gonna make the picture sharp again, in case you're worried that you've just lost that beautiful screen that you love so much!

Remember the slotted plastic shaft at the left rear of the motherboard? Well, THAT's the "FOCUS" control, and if you'll again resort to the flat-bladed tuning tool, you can use that control to find the best compromise for

OUR taste! Atari chose to go for a tack-sharp center screen, and let the corners be a little softer in focus. You can do the same, or go for sharp corners and let the center go a little soft, or shoot for some compromise. (Hey! Life's a compromise!) Once you've done this step, you can actually turn the set around, and admire your handiwork!

If you see some other minor fine-tuning that you want to go back and do, feel free. This is now a CUSTOM-TUNED monitor of the first rank, and you will have even more pride in your ST than before!

To reassemble the cabinet, turn off the power, slide the CPU/Monitor cable through the rear cabinet section, and with your third hand...yep, gotta remember to reconnect the speaker leads! There IS a sort of indicator as to which way the plug was originally connected...One side has two slots, and the other side has only one, but the speaker WILL work even if this connector is reversed. Incidentally, if you want to go one step further, Mr. Lew suggests the addition of an Audio-OUT connector from this lead. Your choice.

Finally, having reassembled the cabinet, re-connect the monitor to the CPU, boot the system up, and check out the BIG PICTURE!!! If you have any problems, check first, to see that power is reaching the set, and that the green LED indicator is on. If not, you may not have re-connected the power cord securely, or possibly a fuse has blown or been broken (fuses are located on the vertical power board at the side, near the VSIZE pot, and easily replaced from Radio Shack).

Enjoy your "new" monitor, if you have any questions on this mod, you can reach me on CompuServe, at PPN 75046,47.





## The Well Tempered Atari

Ed Spurlock

**B**een busy this past month playing with a bunch of new toys. The plan I mentioned last month about paying off my ST fell through. I applied the money I had earmarked for that purpose to the purchase of a new keyboard (there he goes again, Mrs. Spurlock!). It's a Roland HP-3000 Digital Piano. The keys feel amazingly realistic and the sound is just--wow! For quite a while, I have had to force myself to practice even on the days when I had time. Now I practice whenever I have time, and even when I don't. This thing bids fair to replace reading on my list of favorite solitary activities. The HP-3000 is a more home-oriented version of Roland's Structured Adaptive Synthesis series of electronic pianos. Like all the others, it has eight basic preset sounds (no programmable sounds, unlike synthesizers)--3 piano sounds, harpsichord, clavichord, vibraphone, and two electric pianos. It has a

good MIDI implementation, though not quite up to the standards of the RD-300 (Roland's pro model in the same price range). The HP-3000 includes a pair of stereo speakers which are adequate for practicing. Naturally, the sound through an external monitor is much better. In my practicing, I usually just plug in a set of headphones--no sense annoying the neighbors with my mistakes.

This past month has seen the arrival of a program that many people have been waiting for--a program to convert MIDI events in sheet music. Enter *The Copyist*, a scoring program from Dr. T's Music Software.

Not surprisingly, *The Copyist* allows you to convert sequencer files from *Dr. T's Keyboard Controlled Sequencer* into printed sheet music. The *Copyist* also allows one to enter scores directly. These scores may be converted back into sequencer files. Does *The Copyist* allow effortless production of scores from MIDI sequences? In a word, no. Turning music into sheet music is an arcane art

and The *Copyist* does not pretend to make it easy. What the program does do is allow one enough editing facilities to convert the rough score into a finished product. The *Copyist* will run on a 520, but it really likes a megabyte to pick up the wheels and fly. With a full megabyte (upgrade or 1040), you can run other programs (such as the *Keyboard Controlled Sequencer*) from within *The Copyist*, or use a RAM disk to speed up the transfer of the internal work files.

Yes--this program uses Virtual Memory! 512 K is not enough! (Is it still Virtual Memory when the drive is a RAM disk?) It gave me quite a turn when I loaded one of the demonstration files and found I had 23,000 bytes left out of 500,000.

The folks at Dr. T's have moved further along the road to full use of the GEM interface. The Doctor (Emile Tobenfeld) made his mark with the original *Keyboard Controlled Sequencer* for the Commodore 64. The legacy of working with the

limitations of a 64K machine: shows in version 1.0 of the Atari version. The mouse is used only as a remote pair of function keys on the Track mode Play/Record screen, the screen most used by new users. All other functions are controlled by keys on the ST keyboard, an arrangement that necessitates frequent reference to the manual. Contrast this to *EZ-Track*, the low-price sequencer from Hybrid Arts. Nowhere near as many functions, but everything is on the screen in plain view. This difference continues in the two Casio CZ-series patch editors from the two companies. I was able to pick up the Hybrid Arts product and enter 48 patches (from the Casio factory book of patches) with only one reference to the manual. I can dig where the Doctor is coming from, though, because once you have learned where things are in a program, the full glories of the GEM (or Mac) interface get in the way of the experienced user. After you have used a command 20 or so times, it's a lot faster to reach for



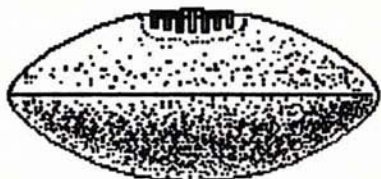


it's a lot faster to reach for a key than to grab the mouse, move the pointer, and click. Still, it is possible to put both modes onto the same screen. The *Copyist* does some of this, and I am hoping that the upgraded version of the Sequencer will go even farther. (First things first, though--I still don't know if I'll have to pay for the upgrade. It was disconcerting to read the documentation and find that free upgrades were guaranteed only to those folks who sent in their registrations promptly).

Additional comparisons of the two patch editors. The patches produced by the Android feature of the Hybrid Arts program are ok, but I found that the 240-odd patches included with Dr. T's *CZ-Patch* provided more musical inspiration. It is easier to enter patches from paper (from magazines, etc.) into *CZ-Android*, but I think I prefer the Doctor's cure for the symptoms of original patch programming--*CZ-Patch* displays the three envelope waveforms on a single screen, allowing better diagnosis and prediction of envelope behavior. Either

program will work well for the user who just wants to make his CZ a bit less cheesy.

Next month's column will be about-- well, I'll tell you when I find out myself. Till then --happy practicing!



**Hut-Hut-Hut  
MegaMax is  
coming to the  
September 3rd  
Meeting!  
Be there, or get  
tackled!**



## Meeting Notes

Fred Cone

From BIX (Byte's Information eXchange) - Atari is planning a 68020 box that will plug into the DMA port of an ST and use the ST as a super fast, super smart front-end. There are not many details available yet, however. They are doing their best to keep the 8-bit line going. New software and new peripherals are under development, but a major upgrade is not financially feasible, because the price of the 16-bit system is so low.

Dave took a poll on what C compiler packages our members are using. The result was *Megamax-C*, 1; *DRI*, Atari Developer's Kit, or *Alcyon*, 1; *Mark William's C*, 3 1/2; 8-bit Cs, 2; *Lattice C* for the ST, 2. This was somewhat of a surprise, only because *Mark William's C* is relatively new for the ST; usually the first good product on the scene is the one that sells and a later entry falls by the wayside even if it is better. It seems that with our group it did not happen

that way.

Dave received a new C package for evaluation (it is still under development). Its claim to fame is that it is the fastest C around for the ST. It will be a commercial package, but the function libraries are not yet complete. It was developed by the same person that did MYDOS for the 8-bit (I assume that means Mike Young). Dave's evaluation was that it would probably not sell as it is now.

Our group is getting a higher and higher percentage of 16-bit users. When our group visited the San Antonio club about 3 months ago, they had just started to talk about what to do about the 16-bit computers. The result for them was that because they waited so long to support the 16-bit users they split into two groups. The Dallas and Houston groups also split into two separate groups. Our own group voted unanimously to stay together in one group.

WARNING - anyone who has an Atari 1027 letter





quality printer BEWARE. There is a lever on the back of the printer marked RELEASE. It is to allow free paper movement for paper insertion. If that lever is left in the released position when you print, it allows the print head to move through a longer range and it damages the print head and head holder, and according to the repair shops, the parts are not available. If this happens, you might as well junk your printer and buy a new one. So, be very cautious!

8-bit software news - Electronic Arts is the new owner of Batteries Included. This is good news, because at least it keeps them from vanishing altogether, but it might be bad news if you believe the magazine reports of the controversy over EAs' support of Atari owners. They have brought out a bunch of software for \$14.95 each. *One On One*, *Cut and Paste*, *Pinball Construction Set*, *Financial Cookbook*, *Seven Cities Of Gold*, *Archon*, and *Age Of Adventure* are pretty good and reasonably priced. *Lord Of Conquest*, a game similar

to *Risk* (Dave likes *Risk*), is a good game, has fair graphics, and allows 1 to 4 players. Dave recommends it.

At CES, 8-bit - *Awardware* - custom designs and prints: awards, certificates, ribbons, coupons, tickets, checks, etc. I have seen it in the stores for the ST. *Video Title Shop* from DataSoft is used to create video title screens for your VCR tapes.

*Express*, a freeware terminal program for the 8-bit by Keith Ledbetter, is thought to be one of the best available. It is getting rave reviews across the country. In large parts of the country, it is the one used by everyone. Dave Mann says "freeware" means that you get it free, but if you like it or continue to use it, you are supposed to send an amount of money to the author. Keith says that he has only seen about \$150 from the program.

This type of distribution may be dead if this is the shabby way people are going to treat the authors. I hope Dave meant to say that it was being distributed as "shareware" rather than as

"freeware", because I thought that his description was the description of "shareware", and that "freeware" meant just that - free - like *Neochrome* and *STWriter*, in other words, copyrighted, but distributed without charge. I have not seen *Express*, so I do not know which it is called on its title screen, but if it really is not labeled "shareware", this confusion may explain the lack of response. If you use any software which you acquired from a BBS, our library, or anywhere but as an outright purchase, please check its documentation screens carefully to see if the author is expecting payment for its use. They usually ask relatively little and they certainly deserve to be paid for their work if you use their product. Some user groups are sending money to authors if a program is being copied a lot from their library on the assumption that if no one used it others would not be copying it. Dave said we do not seem to have this happening in our club library.

*Superman*, at \$6.95, is an O.K. game program and very

inexpensive.

There are fewer and fewer places that carry 8-bit software. People who buy mail order either for price or availability rather than ordering through a local store, and the fact that as a result local stores have not seriously tried to keep the latest software in stock have created a self perpetuating downward spiral. A B Computer and Software and Things have both stopped ordering new stock, though they will still do special orders. The only place that has expressed any interest in stocking 8-bit software is the Software Exchange on "the Drag"; they are expanding their store and are planning to start carrying 8-bit software. If you want it to be carried locally, you will start going by there or another local store and asking about it and buying locally rather than from mail order from now on. The Exchange in Georgetown carries some 8-bit software (new and used), and would carry more if demand increased. Fifteen (15) attendees said they would buy 8-bit software if





available locally, and 5 more said they were in the market depending on title and price. That is just about all the 8-bit people in attendance. One San Antonio store said that they had received more new 8-bit titles the previous month than in any other month since they went into business, so there are new 8-bit titles still coming out. There are big advantages to buying locally. The one most overlooked is that if a local store has enough business to justify a regular stock, you will be able to go in and see the software before you buy it. It also gives you a place to return it if it does not work. Any store in town will be glad to special order anything for you, and those that usually sell at a discount will normally give you the same discount on a special order.

We had the developer of the IBM RT talk to us, and he commented that the technology is such that every 12 to 14 months the power of computers is doubling, which means that either the computer drops to half its price or you get a computer that is twice as powerful for

about the same price every 12 to 14 months. He says they have already developed the technology to insure that this trend will continue for at least the next 5 years.

### *16-bit hardware*

Astra has a new product just out, a 20.8 megabyte hard drive, a double sided 3 1/2" drive, and a surge suppressor all in one 12" X 5 1/4" X 4" unit. A special format routine is included to allow the backup program to put at least 870,000 bytes (Software Exchange says 1.5 Megabytes) on each flop during backup. It is fan cooled and sports a full one year warranty for under \$1000.

### *New 24 pin printers*

Compares well with laser printers - a couple of our members have bought the new NEC P6. In draft mode it prints at 180 cps. Its cost is around \$630. A color option is available to allow 7 color printing with a special color ribbon.

*Volunteers are needed to write letters for the club.*

# MORE THAN GAMES

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JUNE 10, 1987

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1-002	256KXLLM	256K Upgrade less memory	40.80
1-003	C16	Cartridge Board 16K	13.60
1-004	320KXE	130XE MEM UPGRADE (320K)	45.00
1-006	OSNXL	XL/XE OS, FCHIP XL, OMNXL	51.00
1-007	RRXL	Multi OS Board with 800 O.S. Or Plug in your XL O.S. FOR XL or XE.	72.00
1-008	RRXL2	Multi O.S. Board only	37.50
1-009	XEOV	OMNIVIEW XL/XE 80 column display- with Newell 800 OS. (Replaces XL OS chip so no XL OS-see RRXL)	55.00
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Add local sales tax and 10% for shipping.

See you at most any AACE meeting. Rick.

458-3012





## Product Review



### FAST

Rick Detlefsen

**F**AST is a desktop accessory by Migraph. It takes one space in the desktop list, but provides you with 8 functions(not in order):

**CLOCK:** a box that displays the current time in 12 hour format.

**CALENDAR:** a box that displays the current month/year. Lets you scroll forward or backward by month or year. No indication of which day is today is shown.

**ASCII Table:** displays the complete ST ASCII code list with Hex and Decimal values.

**CALCULATOR:** is a four function/memory calculator. You can operate it with the mouse or keyboard-some keys are easier used with the mouse.

**ST DOS:** a command driven

utility that lets you set time/date(I don't know if FAST is able to use the internal settings derived from clock cards), get a directory(but not the free space), set its colors, type a file to screen, format a disk(single/double sided, and with special formats), rename, erase, lock, unlock, set alarm, copy a file, and move between directories/disks. As far as I can tell, no provision is made to print a file or directory, or send printer codes from the console.

**ST CARDFILE:** allows to create and use a 'rolodex' type of card system. When you use this, you are presented with an alphabet, the database name, and a print button. If this is a new file, you'll have no entries, yet. To pull up the folder for a letter, click on it. A list will appear with the last and first names of each card, only 8 names will be shown at a time. You can click a name once, then print, delete, or dial that card's phone number. Click twice will bring up that card. You can then edit the information. Click on SAVE

to keep the changes. Click on PRINT to get a hard copy. From this card, you can scan the cards preceding or following it, through to other letters. Clicking the CLOSE button will take you back to the previous menu box. There are several functions provided to add new cards, print a series in list or label format, or delete a series of cards.

**ST EDITOR:** Is what I use most. I use it to create command files for DBMAN(I was using H&D Base, but it was basically impossible to accomplish anything-now I call it Trash Base) to maintain our member and club information on. Since DBMAN has no built in editor, I use the one in FAST. Unfortunately, FAST requires almost 100K, DBMAN needs 300K so I have to continually reboot as I go back and forth(a 1 meg ST would be nice, but memory upgrades don't seem to like this 520).

The usual commands for load, save, move, delete, search, are present. The screen display works nicely, lines longer than 80 columns wrap around, they don't disappear off the right side.

Two things I'd like to see are a visible return at the line end, and a way of appending other files to the first(retaining the original filename). An option in ST Editor is to quit to GEM, but maintain the current file in memory. This has caused a few problems with other programs I used, so do this with caution. You can use the editor to modify the default settings file for FAST which controls pathnames, buffer sizes, print pitch, form size, etc.

Overall, I don't usually use the time and date-too much trouble to enter. Since my only programming is the DBMAN membership command set, I don't see much use of most of the functions-I'd have to boot the ST to use them, it's easier to find something else.

I am using the ST Editor for now, but probably won't when this project is finished.

Others that use the ST a lot should find these very useful.

#### **Overall ratings:**

(0=terrible, 10=excellent):

Usefulness: 4-6

Quality(lack of bugs): 9

Documentation: 8

BYE for now.



## The Well (Part II) Tempered Atari

Ed Sourlock

A h, deadline pressure! I must love it--I get into it so often! I swore last after last month's experience I wouldn't wait until the last moment to write my column. (Time now 10:55 p.m. -- column is due tomorrow)

Many things happening this past month. I finished last column the day before I left on vacation, so I had two weeks to regret the bug I wrote into the program (did you find it?). I spent ten wonderful days visiting the finest woman I've ever met, and three days visiting my parents, sisters, and grandmother. I returned to find a paycheck, bonus check, and IRS refund waiting for me, so I promptly made a large payment on my ST (I should have it completely paid off by the time I write my next column). I bought a small TV at Target, which worked fine as a substitute for my monitor. I made plans to bring my new hardshell-cased ST and little TV to the disk meeting. Un-

fortunately, the day before the disk meeting, my motorcycle had its engine for lunch--a little Piston Flambe' a la Kawasaki. I picked up a bug in my own biological hardware which kept me out of work a couple of days--days which I spent mostly sleeping, although I did get in a bit of keyboard practice and got another couple of measures of Bach down. How have things been with you?

Reading last month's NEURON, it seemed that the hot language for the ST will be GFa BASIC. I mean, a fast, powerful language that the marketeers were smart enough to call BASIC? Michtron is going to make a fortune with that one. I thought I would try rewriting last month's program in GFa BASIC, but I couldn't get a copy soon enough. Maybe later...

Speaking of last month's program--I started writing out an explanation of the program, line-by-line, that ran to a couple of newsletter pages of tiresome detail--tiresome, that is, to anyone not interested in FORTH or MIDI. I thought it better to keep that out of NEURON, since I had no

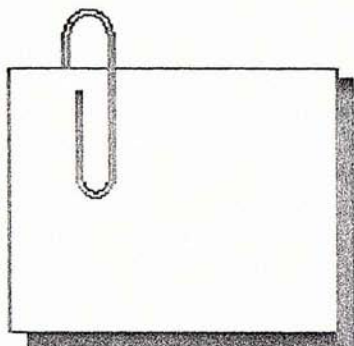
idea how many (how few?) people might possibly be interested. If you are interested and want to rap about the program, phone me at 835-4640 (evenings and weekends work best) or write me at P.O. Box 49356, Austin TX 78765, and I'll be glad to talk about that program, FORTH, or music in general. Oh yes--the bug in the program. Some MIDI synthesizers send an Active Sensing byte every 300 milliseconds, if nothing else is going on. Not all synths send these bytes, but all MIDI synths have to be programmed to do something with them, even if it's just ignoring them. Similarly, computer programs have to do something with the active sensing bytes. The program I wrote was supposed to ignore the bytes. Unfortunately, the two synths that I own (an Akai AX-80 and a Casio CZ-101) do not send active sensing bytes. It was not till I ran the program with a friend's Roland JX-8P that I discovered that I had put the wrong comparison test in the program. The line that reads:

```
?actv-sens dup FF = ;
should read:
?actv-sens dup FE = ;
because the MIDI Active
```

Sensing byte is hex FE, not FF. (I could have checked this in one of several references that I own--including the Abacus book that I mercilessly panned a couple of columns ago. I said it wasn't too informative. Ooopss...)

One other thing--there is a new organization being started in Austin for electronic musicians. Details are available at local music stores--try Strait Music for one.

Next month--patch editors and librarians.



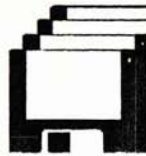
Dear Atari:

Thank for not coming out with your new computers on schedule--I needed to save that money anyhow!





## Product Review Label Master



Rick Detlefsen

**L**abelMaster, by Norm Richards and Walt Knott, is a product of Migraph. This is a Gem based product for the ST. It allows you to create, edit, and print labels with Print Shop (Broderbund) type icon graphics. Two screens are used-one for edit icon and the other for the label information. Starting with the Icon editor, you use drop down menus to load the icon file you want. A chart is presented with the names of the icons in that file(the product comes with 84 pictures and 26 letters in the Broadway font). By clicking on the icon you want you can edit it, or attach it to a label. A few functions are provided to edit/create icons, but most primitives-box, circle, fill, etc. are not available-it's just freehand drawing(ala Print Shop). A chore is that once you've loaded a design in memory, you must reload the file if you want to select another one, not just reselect from the current list.

The label screen gives you a card to modify or fill out-including the first name(Business name), last name(attn name), city, state, and zip. There is no provision for a phone number or memos, nor can member number or expiration dates be added. You can select each label to be personal(the last name is appended to the first-three lines are printed) or Business(four lines printed as is). You can select a label to be printed up to 999 times for the current session, delete a label or add/change the icon for it.

The print selection lets you print labels according to all, personal only, or business only. You can also print 4 line freestyle labels, but these can't be saved. The book hints that mailing label information can be used from other programs, but only says to write Migraph. You are able to sort the records in order of the field names(the book says you can sort in zip order for bulk rate-partially true-bulk rate requires more work than just zip code sorting).

In several places, the information says that you can

select to print designs, text, or both (default). There is no mention of how to do this. Also, several places state that using color ribbons, you can print multi-color labels, no mention of the way to do this is mentioned either (there must be a way to specify what to print for each pass-color masking-as well as a label alignment function). In any event, the printer will get a workout as graphics and text positions must be calculated (by the printer) for each line so the printing is moderately slow (the ST doesn't buffer printer output, <sup>and</sup> the program must wait <sup>nor</sup> each line of the printer <sup>to</sup> finish-boo, hiss. Use a spooler when possible).

All in all, this is a nice program. It takes some work to interface with other databases, but will print out very nice labels. Icons from the *Print Master* will allow a lot of versatility (maybe its editor is better). The only bugs I noticed were that occasionally, when I clicked the mouse outside of the icon editor, the program locked up. Also, when saving information, use the mouse when possible. I used the return key and ended up with files that had no name,

only extensions. If you see any of these in your directory, rename them and check them out first before deleting.

### Overall ratings

(0=terrible, 10=excellent)

Usefulness: 5-7

Quality (lack of bugs): 9

Documentation: 8

BYE FOR NOW.

**MegaMax**  
C LANGUAGE  
DEVELOPMENT  
SYSTEM

Now don't forget,  
the fine folks at  
MegaMax (you  
know, the guys  
that make

*MegaMax C) are  
going to  
demonstrate at the  
September 3rd  
Meeting! Don't  
Miss it!*





# The Perils of All-Nighters

## Programming in GDOS!

Eric Robishaw

**G** DOS stands for Graphics Device Operating System. It is a subset of GEM (Graphics Environment Manager), which is a subset of TOS (The Operating System) that you have built into your computer--in ROM (Read Only Memory).

Now that you know the pneumonics, what is it? Well, it is a set of device specific drivers, loaded into memory, mainly for output. It gives you standard Font usage, and EASY output to peripherals, such as printers, and large screens (capable of much higher resolution than the screen drivers built into the Atari). If you have used *Easy Draw* than you are familiar with the output characteristics, and FONT usage (although, only 1 font comes with *Easy Draw*).

How does it work? Well, at boot up, GEM looks for a program on your boot disk in an Auto Folder... if one exists, it attempts to load it. GDOS is a program (about 4K in size) that you place in such a folder. It installs itself

somewhere in memory (I'm not sure where, exactly--but that is irrelevant). Once you have booted, your application programs can now output anything to a printer (or other device) as easily (or almost as easily) as you would to the screen.

I'll give you some examples in FORTRAN (ABSOF), --you can use almost any language--except Atari ST BASIC, so long as you have access to the low level graphics routines.

On the disk with GDOS, is file called *ASSIGN.SYS*. Print out this file (you will need it for reference). You will see something like *21 fx80.sys*. "21" stands for the device number (make a note of this). You will also see something like *31 r META.SYS*. This is device number 31 used for META files. (I'll get back to that in a minute). These two numbers are your friends--treat them with respect... **and never forget them!**

What is *FX80.SYS*, and *META.SYS*? These are the actual devices you will be

outputting to. Instead of drawing circles, and squares on the screen, they will be going to your printer (Epson compatible) or a file called a META FILE. This is a graphics file that you could later load into a program that accepts such files (such as *Easy Draw 2.0*). Why would you want to do that? Well, as an example, I wrote a program to create 3-D fractals. Instead of going to the screen, however, I sent them to a file, which I could load into *EasyDraw* and modify graphically! Really nice! For now, ignore all those FNT files.

### **PEN WORKSTATION.**

This is the 'C' Command you will be using for your output. Currently when you run a GEM application, the screen is automatically opened for you. But we aren't using the screen! The call works as follows:

```
call atari (v_opnwk,
work_in,handle,
work_out)
```

where work\_in is an array:  
(0) = device id number  
the numbers between (1-10), we won't worry about (consult the *GEM Programmers Reference*, from Abbacus for more information!) Simply write a

loop to count from 1 to 10 and fill the values 1. Then make Work\_in(0)=21 (for printer output-- look at Assign.SYS).

Work\_out should be an array (0:56) of integers.

Here's the code:

```
Handle= Atari (graf_handle,
0,0,0,0)
do (i=1,9)
work_in(1)=1
repeat
work_in(10)=2 raster
coordinates
work_in(0)= 21; !see
assign.sys
work_in(9)= 0
call atari(v_opnvwk,
work_in, handle,
work_out)
```

Now determine the resolution of the device you are using, by reading work\_out (0) (width) and work\_out(1) (height). It will be BIG! Now, when you do your graphics (circles, lines, boxes, etc.... use HANDLE as your handle.

When you are done with your graphics, make a call to *update workstation*

```
call atari (v_updwk, handle)
```

and your printer (or disk





drive) will start working. Don't forget to close the workstation when you are done:

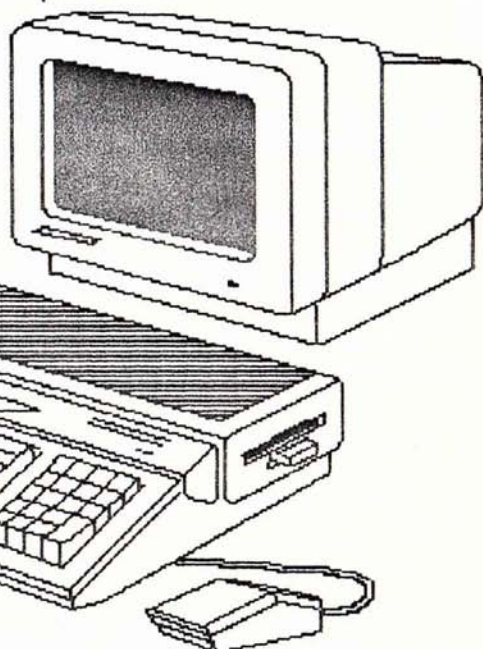
call atari (v\_clswk,handle)

For PASCAL, you will have to do some additional work. While they made it easier to do graphics with OSS than, say 'C', it is harder to get at the heavy-duty stuff you need. Next month I will give

a detailed description of using OSS PASCAL for GDOS output, with an application I am writing. For now, you can get some examples off CompuServe, and GENIE.

Oh, the title? Well, it is so fun calling graphics routines, and letting your computer figure out how to spit them to your printer, that I'm sure you'll lose some sleep playing! I know I did!

**All 520ST's Now  
Look like this!  
Now dubbed the  
520STFM**



\*\*\*\*\*

# BULLETIN BOARD

\*\*\*\*\*

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\*\*\*\*\*  
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REVISED APR-01-1987

\*\*\*\*\*  
MYDOS:current versions are:3.016(regular), 3.116(ATR-8000), 3.216(ATR-8500), 3.316(hard drive), RDOS 1.4, and 4.3A-hard drive, 256K selectable ramdisk, and REAL 1050 support. Any version \$8.00 at the DP, \$12.00 by mail. The revised Documentation covers all versions(the RS-232 manual is separate) is available for \$6.00 by mail.  
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### \*\*\*\*\* OTHER ITEMS

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\*The Original Adventure for the ST is available for \$6.00 postage paid. The Source code is also available for \$18.00 postage.

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## TELE- COMMUNICATIONS



The following article was written by Tracy Milburn of Tulsa Oklahoma, a high school junior at Edison High School. He wrote this article in an attempt to expose the benefits of telecommunications, and to persuade people to purchase hardware and software capable of telecommunicating.

What is "telecommunications"? When someone purchases hardware and software capable of telecommunicating, they often find that it can be quite confusing to them, or for that matter to any other user new to telecommunications. However, once they learn to their way around, they discover that it can be exciting, beneficial, and most of all enlightening.

The prefix "tele" is Greek, and can be translated into "far away or at a distance". We can then throw this together with "communication" and get "the art and science of communicating at a distance, especially by means of electromagnetic impulses, as in radio, television, radar..." and yes, computers hooked up to phone lines. Just as analog data (data along the phone line that is translated and heard as human voice; your voice doesn't 'travel' along the phone line physically!) interprets human voice, the peripheral called a "modem" (MODulator DEModulator) translates data along the phone line, and opens the channel of data communicating.



Once a user has his computer hooked up to a modem, disk drive (if required) or to an interface GOING to a modem, he has complete and total access to a totally different world; the world of telecommunications; a world of transmitting data along telephone lines, and to a computer, to be interpreted by the human brain. Of course, with this new and exciting world comes a certain terminology that on virtually MUST be familiar with. A "bulletin Board" is software being run on someone's computer, allowing others to call in, leave messages, download and or upload files, and many, many other things as well (one does not have to run or call bulletin boards; there are other ways of communicating.). The person running the software is called a "SYSOP", or System Operator, logically the guy who runs the system. Once a

user has been connected to a bulletin board, he has certain options that the system allows him. Approximately ninety-five percent of the time, two of these options are "download" and "upload" a file. Downloading is defined as being the transfer of a file FROM the system TO the user. Naturally, uploading is just the opposite.

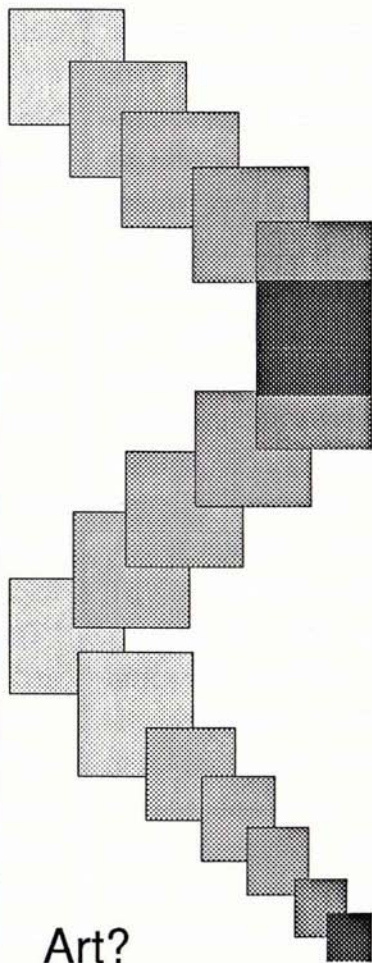
For virtually every type of computer, clubs exist for its user. Groups such as "TRACE" of Tulsa Oklahoma, and "green Country Computer Association", and "MACE", and "Tandy Users", and many others in many varieties, from novice to the advanced user. Most of the time these clubs not only help users with their computers in general, but are involved in telecommunications, as well as are most of the club members. When an Atari user begins to consider purchasing telecommunications hardware

## *Austin Atari Computer Enthusiasts*

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and software, he should get in touch with one of the groups in his immediate area, and ask for information concerning bulletin boards, the numbers to them, and any other information that could prove beneficial. If all else fails, call the Help BBS in Wichita (316-683-7514) or the ACE BBS in Oregon and they will assist an Atari user in any way possible.

In conclusion, I would like to say to those considering telecommunications as a hobby, to PURSUE that hobby, because the positive assets, expanding of software, and the sheer, hardcore thrill of never-ending knowledge makes the purchase of hardware and software an exiguous amount to pay. If ANYTHING, it is an EXCELLENT way to converse with others all over the world and express one's thoughts and ideas.



Art?  
Probably not.  
But then, why  
not. I mean,  
it's interesting.



# Atari News

The Mega ST and the SX212 modem are at the last step before arriving. We have received preproduction samples. These are the first units off the line with all the same components, packaging, and production techniques as the real thing. We get a small number of these to test and make sure there are

no last-minute glitches. When we give the go-ahead, the next step is real production.

The Atari PC is looking likely for later this summer. The XEP-80 (for the 8-bits) is waiting on one part which turned out to have an incredibly long lead time on orders—once we have the part we'll turn these around ASAP. The SLM804 Laser Printer is waiting on one final component also, as well as the final version

of the software drivers that support it.

New software from Atari includes the first titles in the Arakis Advantage series of middle-school-level educational programs. There will be 17 in total, of which 4 have hit the stores already and the rest are in various stages of finalization.

Shortly after the SX212 modem hits, we will release an add-on package for 8-bit owners which

is to contain an SIO cable and the program SX EXPRESS by Keith Ledbvetter, as well as the new handler file. Of course, SX212 owners with the 8-bits can use it through the 850 interface using existing terminal programs set up for Hayes-compatible modems.

The blitter chip is working and is in the pre-production Mega St's



mentioned above. The AMY chip is still in development, and may still see the lights of day—some day.. AMY is a stubborn beast.

Speaking of stubborn, Microsoft Write is also still in development. Nearly finished now, too, although a few small bugs remain to be expunged.

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**SHOW NEWS:** Atari made history by becoming the first computer manufacturer to exhibit at NAMM, the National Association of Music Merchants show in Chicago. The ST was present throughout the show in virtually every booth where there were MIDI instruments. Atari sales people at the

show were besieged by music dealers eager to sign up as Atari dealers. By the time this 4-day event was over, there were literally hundreds of dealer applications waiting to be approved. Before NAMM, Atari had 50 music stores as dealers—it looks like there will be 250 when the new dealers are selected.

In other news from NAMM, Keyboard magazine announced the results

of its latest reader survey. The Atari ST computer has rocketed into the #1 slot in the vital "Intent-to-Buy" category ahead of perennial leader Macintosh! The word in Atari HQ is "Today MIDI—tomorrow, Desktop Publishing!"

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